

AMENDMENTS TO THE CLAIMS

Amended claims follow:

1. (Currently Amended) A method for computer graphics processing, comprising:
modifying a value (x) based on an algorithm; and
performing an operation on pixel data taking into account the modified value,
utilizing a graphics subsystem that includes a non-transitory memory;
wherein the value is modified utilizing the equation:
$$x + \Delta (X),$$

where Δ includes a value read from a texture map;
wherein the modifying is based on a depth-component of the algorithm;
wherein X involves a projection transform;
wherein X includes $(n \cdot T_{proj}[y])$, where $T_{proj}[y]$ includes the projection transform,
n includes a vector, and y equals four (4).
2. (Original) The method as recited in claim 1, wherein the pixel data includes a normal value, and further comprising modifying the normal value.
3. (Original) The method as recited in claim 1, wherein the operation includes a lighting operation.
4. (Cancelled)
5. (Currently Amended) A method for computer graphics processing, comprising:
modifying a value (x) based on an algorithm; and
performing an operation on pixel data taking into account the modified value,
utilizing a graphics subsystem that includes a non-transitory memory;
wherein the value is modified utilizing the equation:
$$x + \Delta (X),$$

where Δ includes a value read from a texture map;

wherein the modifying allows a lighting operation to display an interaction of displayed objects;

wherein X involves a projection transform;

wherein X includes $(n \cdot T_{proj}[y])$, where $T_{proj}[y]$ includes the projection transform, n includes a vector, and y equals four (4).

6. (Original) The method as recited in claim 3, wherein the modifying allows the lighting operation to display bumpy shadows.
7. (Original) The method as recited in claim 1, wherein the operation includes a hidden surface calculation.
8. (Original) The method as recited in claim 1, wherein the operation includes a shadow mapping operation.
9. (Original) The method as recited in claim 1, wherein the value includes a depth-value.
10. (Original) The method as recited in claim 9, wherein the value includes a clip-space z-value.
11. (Original) The method as recited in claim 9, wherein the value includes a clip-space w-value.
12. (Cancelled)
13. (Cancelled)
14. (Cancelled)
15. (Cancelled)

16. (Currently Amended) A computer program embodied on a non-transitory computer readable medium for computer graphics processing, comprising:
- a code segment for modifying a value (x) based on an algorithm; and
 - a code segment for performing an operation on pixel data taking into account the modified value;
- wherein the value is modified utilizing the equation:
- $$x + \Delta (X),$$
- where Δ includes a value read from a texture map;
- wherein the modifying is based on a depth-component of the algorithm;
- wherein X involves a projection transform;
- wherein X includes $(n \cdot T_{proj}[y])$, where $T_{proj}[y]$ includes the projection transform, n includes a vector, and y equals four (4).
17. (Currently Amended) A system including a ~~tangible~~ non-transitory computer readable medium for computer graphics processing, comprising:
- a graphics subsystem, the graphics subsystem adapted for modifying a value (x) based on an algorithm, and performing an operation on pixel data taking into account the modified value;
- wherein the value is modified utilizing the equation:
- $$x + \Delta (X),$$
- where Δ includes a value read from a texture map;
- wherein the modifying is based on a depth-component of the algorithm;
- wherein X involves a projection transform;
- wherein X includes $(n \cdot T_{proj}[y])$, where $T_{proj}[y]$ includes the projection transform, n includes a vector, and y equals four (4).
18. (Previously Presented) The method as recited in claim 10, wherein the clip-space z-value is extracted using a projection transform.

19. (Previously Presented) The method as recited in claim 11, wherein the clip-space w-value is extracted using a projection transform.